

# MILATARI-LIMITED EDITION

Volume XII Issue 1 January 1993 The Newsletter of Choice for Milwaukee Area Atari Enthusiasts since 1981

Come and Enjoy January's  
SIGs and New Library Material



*The Harbinger of Spring*

CC

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**This Month:**

General Meeting  
 Saturday, January 16 - Noon  
 Greenfield Park Lutheran Church  
 1236 S. 115th St.

**Executive Board Meeting**

(All members invited)  
 Sunday, January 24 - 7:00 p.m.  
 Shakey's Pizza  
 96th & National Ave.

**Next Meeting Feb 20:**

The Swap Meet

**Membership**

MilAtari is open to all individuals and families interested in computing. Annual dues are \$22 per membership and includes a one year subscription to the Limited Edition, access to the Publications Library, and allows purchases from all Public Domain Libraries and the Resale Shop.

**Meetings**

MilAtari Meetings are usually held on the third Saturday of each month at Greenfield Park Lutheran Church, 1236 S. 115th St. The doors open at noon. Members socialize during the initial hour while browsing through the libraries. Purchases can be made from the PD offerings and club and/or member sale merchandise. The current PD selections are demonstrated during the milling period, followed by the business meeting at 1:00 p.m. Special helps and classes available afterward.

**MilAtari By-Laws****Section XII, Article 1**

Piracy of legally copyrighted software, hardware or documentation is hereby recognized as illegal and a detriment to the goals of MilAtari Ltd., and shall not be sanctioned by MilAtari Ltd.

**MilAtari Ltd.**

**The Milwaukee Area Atari Users Group**  
 Post Office Box 14038  
 West Allis, WI 53214

**Elected Officers**

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VP-8 Bit	Joe Sliker	483-7917
VP - ST	Bruce Rahlf	483-0464
Secretary	Dave Glish	784-9053
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ST PD	Dennis Wilson	546-0282
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ST Suppl.	Carl Verbanac	453-3940
MAC PD	Bill Janutka	543-7609
Diagnostics	Bob Garlock	
Kid's Korner	Bill Rupp	
	Chuck Dahms	774-8911

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The Editor gladly accepts submissions by mail, on floppy disc, sent in ASCII (preferably) or any other standard word processing format using absolutely no formatting within the doc, as in tabbing, indenting, centering, bold, italics, etc. For information on placing ads, contact the Editor. Submissions may also be made through either MilAtari BBS or backup BBS in the "Newsletter" room or file sig.

All of this publication is produced on a Mega4 ST-60meg HD and printed on an SLM 804 using Ditek's CALAMUS. Newsletter office hours are 10 to 2 most days, when I have to go to my real job. Questions may be answered by Dr. Armin Baier, or on our BBS.

**"This is the time to remember, cause it will not last forever. These are the days to hold on to, cause we won't although we'll want to."**

BILLY JOEL

**PRSIDENTS RAM..** by Lee Musial

Well, it looks like we made it through another year. "Another one bites the dust", as they say! Looking back over 1992, I must say that from MilAtari's point-of-view, it has been quite a year. Other than a receding membership, most everything else that MilAtari has participated in throughout the year has helped the group in record amounts. Any of this would not of been possible if not for the tireless help of certain members. I need not name names here; you all know who you are! Here's looking at 1993!

Enough of the past; What's in store for the future? First off, at our February meeting we'll be having our annual SwapFest. All members are invited to bring any of their computer-related items to try to sell, or come to look for any great deals. In the Spring we will be having our elections for Officers on the Board of Directors.

This year should prove to be an interesting one since all of your present Elected Officers (myself included!) will have served their second term in their respective office. According to our present By-Laws, an Elected Officer can serve no more than 2 consecutive terms in the same office. Let's see, how many days does that leave (just kidding!)? Moving onto August, another GEN CON

will be upon us! All this and plenty of other surprises, you can be sure!

Speaking of the By-Laws, by the time you read this the Board of Directors should be looking over a revised version of the By-Laws. Our intentions are to have this ready to show to the membership first here in the newsletter so that they can also be voted in at the time of the elections. Stay tuned!

At last month's meeting we had our Christmas party. There was plenty of good food and prizes for everyone. A special Thank You should go out to Mary Elvin for organizing quite a spread of food (not to mention her ongoing excellent work in the Snack Bar!) and to David Deeds for bring in his midi keyboard and speakers to give us all an air of Christmas. Thanks should also go out to everyone that brought a dish-to-pass.

Up in the SIG (Special Interest Group) room, Michelle Gross gave an introduction to GENie online travel services, and Andy Learner had his ongoing monthly teachings of Calamus. All in all, it was a good way to send off 1992!

The next SEC (Special Events Committee) meeting will be on February 2nd. As usual, it will be held at Dr. Armin Baier's house at 2007 North 81st Street at 7pm. Please try to attend and help assemble next month's newsletter along with discussing all things MilAtari. Hope to be seeing YOU on the 16th!

Lee

# MAC ATTACK

by: Bob Garlock

## Spectre Update...

Big news for Spectre owners is that there is a new software update coming. It's version 3.7. We'll have to wait and see what the new features are. I'm glad to see that Dave Small still supports the GCR. The Mac emulation accounts for a lot of my ST time, and I'm appreciative of any enhancements. One thing does bother me though, it's the fact that being a registered owner of a GCR you would think that I would get a notice from Small and not have to read about it in a magazine. Oh well.

## Games and Demo Disks...

I like games and I spend about as much time on games as on anything else. I play games on the ST, the Mac and on an IBM compatible. I'm pretty familiar with what's going on in the industry on all three platforms. Lately I have had a couple of experiences with a certain company that I find leaves a bad taste in my mouth.

I own more games by Microprose than from any other single company. I think I have about just about everyone of their ST titles. I have been looking to buy the "Knights Of The Sky" for the ST. Mail order prices for this recent release is about \$40 or so. While scrounging around a software discount/closeout bin I found the same game for the IBM for under \$10. In the ST world this game is current stuff, while in the IBM world this is yesterday's news. Make your own deductions.

Last week while shopping I picked up a Microprose Sampler Pack of three new games for the IBM. It cost \$4. The out-

side packaging stated that there were new demo disks for "Strike Eagle III", "The Ancient Art Of War In The Skies" and "David Leadbetter's Greens". After opening the package I found only two disks. At first I thought, aha, bad quality control. But after further investigation, I found a slip of paper saying that if I wanted a free demo of "The Ancient Art Of War In The Skies" fill in the form, mail it in and wait 2-3 weeks. If you were lucky enough to live in Maryland you should enclose 5% sales tax. Someone please tell me what's 5% of free.

Re-reading the package I did find an add on sticker saying "Includes Greens and F-15 III! Plus FREE "Skies" Demo Offer". Of course FREE means after spending four bucks on demos I still have to pay postage because someone obviously dropped the ball and didn't have the "Skies" demos available. I mean come on Microprose, you were my favorite game company, now I don't think so.

The IBM world is caught up on the idea of demo disks. It's an excellent way to let the consumer try the product on a limited mode to get him hooked. The consumer can also play a short version of the game to evaluate its merits before the purchase. This could reduce the Piracy that the software people cry about all the time. Another unimportant fact is that the software company also makes money on these disks. Kinda like an Infomercial on TV, eh.

## Money...

Haven't you ever wondered why those Investment Councilors that always seem to call at supper time don't use their own advice to make themselves rich so that they could eat their own supper on time? I have.

(continued on page 12)

# ST Public Domain

Dennis Wilson

## ST PUBLIC DOMAIN DISKS TO BE ADDED TO THE LIBRARY IN JANUARY 1993

MilAtari Ltd. St Public Domain Library Disks are available at the meeting at a price of \$1.75 per disk for Disks 1-300, which are single-sided, and \$3.50 per disk for Disks 301 up, which are double-sided. All disks are available through mail order for an additional \$.50 per disk. Special package prices may also be in effect at club meetings for certain disks or quantities of disks. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

## DISK 401 - BOOT DISK

A selection of accessories and programs for the AUTO folder on your boot disk. This disk is a stand-alone, ready-to-run disk, with all AUTO folder programs in an AUTO folder on the disk.

**ADDRESS:** ADDRESS VI.3b Demo - A quick and effective address and telephone number system for Atari ST. It has grown from a younger program which the author wrote for his own use. Since this time a GEM interface has been added, and an accessory which has many extra features over the program. Both Accessory and program versions are included on the disk. This utility is not a high powered relational database system, so don't expect it to be. However, if you are looking for a neat, effective way to keep an up-to-date computerised address book, this is the system for you. Features of this utility include: 1) Sort the address book by a 2-field sort system, 2) When adding a new address, you can check to see if it's already on file before entering it twice, 3) Use the Function keys as preset keywords, like a common town name to speed up ADDRESS entry, 4) Autoload an address file when program loads, 5) Print out an address on envelopes, 6) Produce a telephone list - Name and phone number, and 7) Keyboard shortcuts for most menu options, making the program a breeze to use. The program and accessory demo versions each have some restrictions on them. The most significant restriction of the program version is that it can only store up to 20 addresses. In the full version you can store as many as your memory will allow (4Mb ST will give easily 5,000 addresses plus). Common to both

(continued on next page)

**ST PD**

from previous page

version is that every PRINT command to the printer puts 'ADDRESS DEMO TEST PRINT' above the output. The author states that the program was tested on a 1040STe.

**CAL63:** Cal V6.3: The Calendar Program - Cal is a calendar program with a difference - it lets you attach 'events' to any day of the year by date, according to a day's position in the month, or on a regular cycle. When Cal loads, it reads the current date from your system clock and checks to see if any significant events are scheduled for the day. If so, Cal displays an alert that shows you the day's events. (When Cal loads as an ACC, it dings the system bell if a significant event is scheduled.) Cal can also communicate with CodeHead's HotWire (v2.1 or newer) to set up the day's alarms automatically! Also included in this package is CalShow, a program that reports on the events you've stored in Cal and functions as an AUTO program, a full GEM-based program or desk ACC, or from a CLI. As an AUTO program, CalShow will read the events from Cal and display upcoming events on screen, then pause so you can easily see what's on tap for the next few days or weeks. This should give you plenty of time to plan for upcoming events!

**DESKDEMO:** DeskMaster Demo - A Desktop Manager for organizing your AUTO folder programs, Desk Accessories, DESKTOP.INF files and ASSIGNSYS files. By combining Ease of use, Extensive complete features, Online help and Program efficiency DeskMaster can allow for quick and easy bootups with little or no effort in altering your Desktop environment. With Online Help all of DeskMaster's features are revealed at a single keystroke. Note that this is a demo version of the program, so some of the features are disabled.

**DISK-KIT:** Disk Kit - This utility is a desk accessory which consists of four sub-routines accessed from the Desk Menu from within any GEM program or from the Desktop. Once the "Disk Stuff" option is selected a sub-menu containing the sub-routines appears. The four routines are: Format Disk, File Selector, Rename File, and Create Folder. This means you can now do these desktop operations from inside a program.

**DOUBLE2:** Double Screen-High emulator for STE, MEGA STE (and TT ??) - Get double the lines on your screen with this program. It does not work on a standard ST.

**LOCK:** LOCK.CPX is a module for Atari's XCONTROL.ACC which allows you to prevent other people from using your computer while you leave it unattended by locking it out until the correct password is entered. It can also prompt for a password during the boot sequence to prevent unauthorised access at that time.

**RUBRICKS:** Rubrik's Screen Saver V1.5 - An accessory screen saver. The documentation file is in German. SERIALFX: Serial Fix - An AUTO folder and CPX fix for some serial problems encountered in some versions of TOS. A must-have program if you do any modeming!

**XCONTROL:** Atari's XCONTROL.ACC control panel is included on this disk with its main CPXs and documentation file. This allows use of the above-mentioned LOCK.CPX and SERIAL.CPX.

**DISK 402 - UTILITY DISK**

**ALMANC2I: ST Almanac V2.1** - A utility that is designed to be an easy to use all purpose calendar and planner to keep track of holidays, special events, birthdays, appointments and anything else of which you want to keep an up-to-date record. It includes thousands of holidays and historical events in the files included with it.

**BREAKUP:** Breakup - A very simple utility to split large files into smaller ones.

**JCVIEW:** JC View V1.1F - A clip art viewer and manipulation program. The author states that this program started out as a hi-res clipart viewer for all the formats of clipart I had at that time. It then grew to include facilities which enabled clips to be copied and new compilations of clip art to be made. A facility to add text was added along with simple drawing facilities. Monochrome only.

**MDATE25:** Make\*A\*Date V2.5/BETA (10/26/92) - A program which allows you to organize and store appointments, reminders, a TODO list, phone numbers and general notes. It also features an Auto-Dialer that will dial the phone for you (providing you have a modem) and will keep track of the number of times you've called someone and what charges (if any) you've incurred. In essence, the program provides 4 ready-made databases titled "Scheduler", "Phone Book", "TODO List", and "Notes". The program will transfer data to and from data on the Atari Portfolio.

**DISK 403 - DEMO/GAME DISK**

This disk is a playable demo of "CyberDrome - The Hoverjet Simulator", a new 3-D, Virtual Reality arcade simulation by Fair Dinkum Technologies. It combines the realism of a real-time flight simulator with arcade action and the problem solving and exploration of an adventure game. It also offers single player or a unique 2-player/2-computer mode using a serial cable or 2 modems. Multiple level missions allow for novice to advanced pilot training plus a special training mission for beginning pilots. A special 2-player, One-on-One competition mode is provided to increase players' skills as Hoverjet pilots. Six mission levels included. Additional mission disks and "Memory Mine" maps will soon be available for extended play. Also included on this disk as a disk-filler is "Planets", a graphics and text database for Hyperlink concerning the planets in the solar system. It may be accessed by using the run-time demo version of Hyperlink contained on Disk 395.

**DISK 404 GAME DISK**

**OXYD:** Inside your computer there is a secret world of slumbering bits and bytes of which you may not have known until now. But now this world is threatened and desperately needs your help! Overnight, life-giving Oxyds have shut tight. Unaware of the danger, the world threatens to suffocate. Only you can rescue this world by opening all the Oxyds. Every Landscape in this world has a certain number of Oxyds which you must find and open with your black marble. But watch out! Oxyds will only stay open and release their oxygen if they are of the same pattern or color and are opened in order. Not until all Oxyds are open can you proceed to the next landscape. This game is played using the mouse. One megabyte of memory is required. This disk contains the color version of the game.

**DISK 405 - GAME DISK**

**OXYD:** This disk contains the monochrome version of the above program.

## Atari Classics: It Lives!

By: Joseph M. Siler,  
Bit Vice President

A couple of weeks (*Ed. note: Sorry and apologies to Joe, this article was supposed to run last month!*) ago I got my first issue of Atari Classics magazine. What makes this publication unique is that it is the only magazine dedicated solely to the purpose of serving the Atari 8-bit



community. No more of the simple respectful (or grudging) nod to the STs older (but enfeebled) sibling seen in the current crop of Atari-related publications. Atari Classics is all ours!

From the looks of this first issue, this is an effort which both deserves and requires our support. The "powers that be" are familiar and respected names in the Atari 8-bit community, such as Ben Poehland, Bob Puff, Jeff Potter, and Jeff McWilliams to name just a few. These are folks who know their stuff and who have been doggedly supporting us through thin and thinner over the last couple of years.

Physically, Atari Classics looks much like a thinner version (32 pages) of Atari Interface Magazine, sans the glossy cover. This makes sense because Atari Classics is produced by Unicorn Publications, which also publishes A.I.M. While most of the articles were clearly prepared for publication on an ST or TT through a laser printer, a two-page article by Dave Richardson was published just as it was

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## WANTED REWARD

MilAtari Users Group is in the market to buy your surplus Lynx games. The disks must be usable, with the original box and

documents. We would like them for a collection for the members to play at the meetings and in contests. For those more generous, a donation of the Lynx games would be appreciated.

Support your local users group. Call Lee Musial at 426-7557; Dave Deeds at 466-3036; Armin Baier 774-1673.

Or bring them to the MilAtari meeting for an offer.

## Coming Events

**February** is the big Swap meet event Bring your software and hardware to sell, swap, trade, or donate

**March** is the month for office nominations

Volunteer for an office; either elected or appointed. Volunteer your help to various departments.

All departments need help

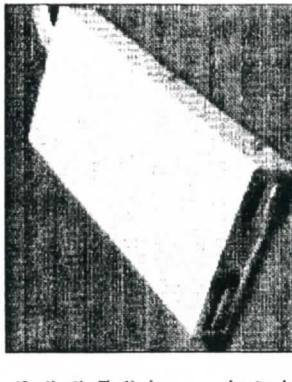
**April** is the election meeting

We want maximum attendance to elect and support the new officers.

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**8-BIT CLASSIC**

(continued from page 8)

printed using Roy Goldman's Daisy Dot III print processing program for the 8-bit. It looked great!

About nine pages were dedicated to advertising. This is good. We need to know that there are still folks out there who have goodies for us. The remaining pages were full of well-written columns and feature articles. Examples included an article on diagnosis and repair of a memory upgrade problem, another on the use of RAM disks and the TransKey keyboard upgrade, and one about printing graphics through the XEP-80 board.

Me, I'm a big fan of the little hints and tips types of information found in computer magazines. Atari Classics has plenty of what I'm looking for. More than that, this appears to be a magazine which can help to unify the existing Atari 8-bit marketplace.

If you are an Atari 8-bitter, you need to subscribe to this magazine, and this magazine needs your subscription. At this time it is planned to produce six issues for 1993 at a subscription rate of \$25 (\$9 more will get you three DS/SD software disks, to be produced through the year). So, include your name, address, city, state, zip code and phone number along with your check (\$25 for just the mag, \$34 if you want the disks), and send to:

Circulation Editor  
Atari Classics  
179 Sproul Road  
Rt. 352  
Frazer, PA 19355-1958

**MODEM CRAZE**

(continued from page 6)

The main problem, at this time, with the PCs is the serial port will not run fast enough to take full advantage of the 14,400 bps with the data compression. The price, also, is coming down. 2400-bps modems are now below \$100, the V.32 9600-bps are below \$300.

Many people want to share the same phone line with fax, voice and data. Fax adds \$20 to \$30 to the cost. Miniaturization of modem will continue; manufacturers are developing a credit-card size modem (5mm thick) to put into a notebook or handheld computer.

You can get advice regarding modems from local dealers, from your user groups, and from the national bulletin boards (BBSs). The modern modems save your time and your money; a 9600-bps modem can save you ten (10) fold in cost compared to a 300-bps modem.

For more help or questions ask of your user group, or download information from various national BBSs, or ask a question on the national BBSs. Most national BBSs tell you the time and speed of your data transfer. Variation of transmission speed is caused by traffic on the service, the amount of "noise" on your phone line, and the file protocol you are using. Best to download during the less busy hours (at night).

**MODEM CRAZE**

By Armin Baier M.D..

**T**he advantages of a Modem are many. One can communicate with their own clubs bulletin board and its many facets, one can "talk" with other local and national bulletin boards (BBSs); or one can hook up to other computers with modems and exchange information or chat directly. What is new in Modem technology? What of its future?

Modem users are continually seeking information on upgrading to high-speed modems, solving compatibility problems, and getting more productivity out of the present modems. Modem (a word formed from modulation-demodulation) started out many years ago with a 300 Baud modem (an auditory device that converted the electrical signals of a computer device to auditory signals, transmitted the auditory signals over an ordinary telephone to the distant phone where the auditory signals were converted to an electrical signal and recorded on some computer device). These transmissions could be words or other signals.

Twenty years ago I had such advice in my home to receive and read and interpret EKGs (electro cardiograms) from two different hospitals. Sometimes several sending attempts were made because of line

noise (or interference) even though we had a free direct line from the hospital. There are four(4) major aspects of modem technology that have changed recently --- speed, price, features and miniaturization. First, let me say that Baud is no longer "in fashion"; "bits per second" or bps is used to describe today's sending speed.

Most manufacturers agree that the mode of modems (I like that phrase) are 14,400 bits-per-second models designed under the latest international standards -- V.32bis modulation. V.42 error control and V.42bis data compression, and send-receive fax capability. At the same time, there's an active market for the current crop of 2400-bps and V.32 9600-bps modems.

The advantage of the faster modem is lower telephone bills. V.32bis is cost-effective for the PC-to-PC file transfer. Main frames commonly operate at higher speeds. When and if V.42bis data compression is used at both ends of a V.32bis operation, the data can actually often exceed 14,400 bps. The theoretical or mathematical outer limit is 57,600 bps, based on four-to one data compression one the 14,400 transfer speed. (continued on page 10)

**DIAMOND EDGE**

*Diamond Edge software is one of the best programs that I have purchased. It will diagnose your disk for errors and bad sectors, and also repair or isolate the bad sectors so they will not disrupt your data. It will optimize your hard disk partitions and your floppy disks and thereby speedup the recovery of data. It does this by improving disk access, and organizing or defragmenting files and directories. It will consolidate the free space. It*

*undelete fragmented files and subdirectories; and tell you the integrity of the result. It will identify and recover data from lost data clusters. It can partition your hard disk. It will repair and recover information from any effected files, deleted or damaged files (as long as they are not over-written). It is well worth the cost (list price being \$49.95) at local dealers. Jeff Davis of New Dimensions Computer Center has them in stock. Armin Baier M.D.*



## For Sale

Atari color monitor SC1224 original JVC type (asking \$140)  
 Atari mono monitor SM124 (very few hours use) (asking \$110)

Monitor Master (monitor switchbox) (practical solution) (asking \$25)  
 Single sided Atari Diskdrive SF354 (asking \$25)

Michael Durmeyer  
 Box 365 Eden WI 53019  
 Phone 1-477-5527

He will be at the next general mtg Jan 16, 1993

## MAC ATTACK

(continued from page 4)

### The December Disks ...

**Dr. Macinto Ver. 2.5C** --- This is a Tetris type of game that really is a clone of the Dr. Mario game. It's really something to see just how close they can come to the real thing. For those of you non Nintendo fans, in this game you remove various viruses by dropping pills on them. The Doctor is in!

**Strip Mac Ver. 1.5** --- No, this isn't a game about a naked Mac. But is a game for adults. It really doesn't show or say anything obscene, but it does make some interesting suggestions. The program is a computer moderated card type game with extensive on-line documentation. Ta da da dom, etc.

**Stuffit Expander Ver. 3.0** --- This is the latest decompression utility for the Mac world. Have you noticed that they just can't seem to leave well enough alone with these things. Every time I think I'm in good shape, someone changes the utility just so I have to download the latest version to decompress the new files. It's a PLOT!!

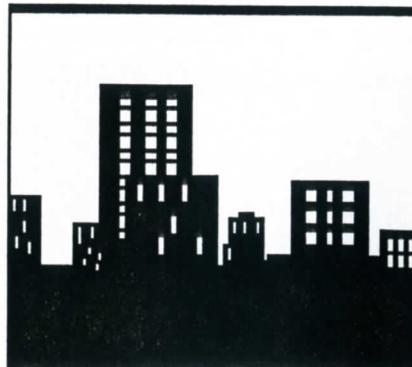
### The January Disks...

**Pen Pal Ver. 1.3** --- This a very nice module for anyone using Microsoft Word. If you don't have Word, then

never mind. If you do have Word then the module will magically transform your text to appear as if it was handwritten. It's gotta be Voodoo.

**Alpha Ver. 4.03** --- The Programmer's Editor el supremo. This program is a civilized variation of EMACS. For anyone familiar with EMACS can figure that one out. It has lots of settings, lots of features and you can O.D. on all the goodies. 'Nuff said.

**Battleship Ver. 1.2.2** --- This Shareware game is a really nice variation of the classic. The sound effects are weak but the play is fast and fun. It can be played human against the computer or human against human. Battle Stations!



## RANDOM THOUGHTS

by: Armin Baier

develop both hardware and software glitches. In theory, at least, software can be made to be free of defects.

Design defects are present at the time software is created or loaded. But the goal of "perfect" software is elusive. Algorithms or programs can make the wrong decision because all inputs have not been tested or triggered the problems during the test phase. This type of "bug" is most difficult to solve. We do not know when a program will next fail because of the inherent uncertainty in the processes. The successive failures of a program are often a "random" process even as those found in hardware.



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**929-9626**

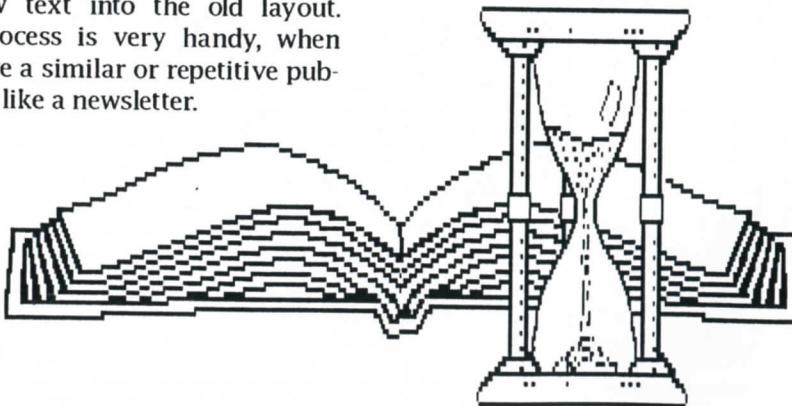
**From The  
Editor!**

by: Andy Learner

Well! I don't have all to much to report this month. I have accepted a new job, and have moved is about all that I can say. This is taking much of my free time these days, it was just this reason why your newsletter is so late. My apologies!! For those of you who are interested, the first issue we published, took me around 20 hours or so.

That is to say, I spent that much time setting up the layout, importing the articles and graphics, and getting the page layout the way I wanted it. That was for the first issue.

Doctor Armi has helped me with this issue immensely, so my time spent went down to just over say -- 6 hours. One reason was of course his help. The other is the power of the DTP program I am using, and the fact that I could easily borrow from the previous layout, and just "flow" the new text into the old layout. This process is very handy, when you have a similar or repetitive publication, like a newsletter.

**CALAMUS  
SIG  
UPDATE**

With all the action and great food (thanks Mary!) at the Christmas Party we didn't seem to have enough time to really get going with the SIG this month. I am going to try to put together a disk of "templates" and layouts I have done for everyone to load and play around with.

We will continue this coming months **CALAMUS SIG**, with more "basics". Also I will review how to "flow" text from an ASCII file, a Word Writer file, and a Word Perfect file.

Your official source of club news and information

**Mah-Jong Solitaire**

A new, facinating game  
by Armin Baier M.D.

**Mah-Jong Solitaire 3.0** - The new version is now much more than Drachen Game; ST, STe, TT, Falcon. The new game distinguished itself above the free public domain title DRACHEN.

Last June 1992, Cali-Co donated a Mah-Jong Solitaire game to MilAtari as a door prize at the Annual August Picnic.

The new 3.0 release of Mah-Jong is a different cat. You will be pleasantly surprised by colorful screens, dozens of choices of play area "tablecloths", a variety of tile designs, and a choice of many starting patterns. From out of the blackness above the menu bar, a pair of green cat eyes follow your every move. This is "Shadow Bouncer", and you can turn her off if she makes you nervous.

A traditional game is available, or for a maddening but compelling game, try dominos for tiles on the black neon background. Or use the Navy Flag tiles on the blue wave tablecloth; or the animal tiles, or the little people, the Morse code or alphabetor Rune blocks... you get the idea. Not only are the games given a whole new effect, they are educational, capable of aiding recognition of letters, codes,

Mah-Jong V.3.0 requires a color monitor in low resolution (fine on a TV), and any ST ever built will run it. Really nice touches throughout include switches for every conceivable option,

including keyboard equivalents, show removed pieces, help, undo, random or selected game setups, and a game pause with a colorful scribbling screensaver. There's no music or sounds other than a wisking effect as tiles are removed.

Cali-Co at \$40, it's challenge is to be worth at least \$40 more than the very good free versions that populate the BBS libraries. It succeeds, and will be a lasting joy for kids and adults. Cali-Co Superior Software:

Dr. Paul Keith  
P.O. Box 9873,  
Madison, WI 53715,  
(608)255-6523.

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newsletter**  
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ALIVE!**